

# THIEF

## THE DARK ART BOOK



"Thief is the single most terrifying, immersive, and rewarding game I have played and the one single-player game I continue to replay. In addition to the overriding stealth gamestyle, it is loaded with unique elements that hold one in the world. I love the setting, a medieval tech fantasy world that owes less to D&D than to such literary lights as Fritz Leiber, Jack Vance and Michael Shea. It has a spare, but well-crafted storyline, eccentric NPCs, brilliant verse, and unparalleled sound design. Then there are the enormous, intricate levels: Sprawling towns (both populated and ruinous), haunted crypts, bizarre mansions, lost cities, and the finest subterranean sequences in any game the climactic level being a surreal descent that convinced me I had scrambled many miles towards the earth's core. There are countless books I wish I had written; Thief is one of the few games I wish I had worked on."

- *Marc Laidlaw, Valve (writer/designer: Half-Life)*

A dark, atmospheric promotional image for the game Thief: The Dark Project. On the left, a hooded figure wearing a blue hood and white gloves is shown from the side, holding a longbow with an arrow drawn. The figure's face is partially visible through the hood. On the right, the word "THIEF" is written in large, jagged, yellow letters that appear to be glowing or etched into a surface. Below "THIEF", the words "THE DARK PROJECT" are written in a smaller, dark font.

# THIEF

THE DARK PROJECT





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# THIEF

THE DARK PROJECT

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THIEF  
GOLD

# THIEF //

THE METAL AGE



# THIEF //

THE METAL AGE



# THIEF //

THE METAL AGE



# THIEF //

THE METAL AGE





# THIEF

DEADLY SHADOWS







the clocktow



KEEPER  
assassin

KEEPER  
guard



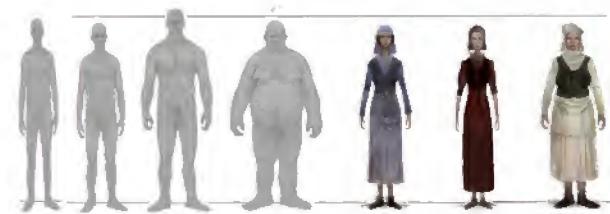
2001



upon impact, the weapon begins to glow-then disappears.



2001



bombs



bombs



elemental crystal arrowheads

water



gas



bombs



gas



healing potion



gas



moss



blackjack



RUST MITE

consumes oxidized metal  
corroded copper/bronze  
and assimilates it to form  
its protective exoskeleton

NOISE SUPPRESSOR

SONIC WAVES RADICATE INWARDS TOWARD THE CORE  
AS THE TIGHTEN MOLARATE  
IN SYNC WITH ANY SOUND MADE...



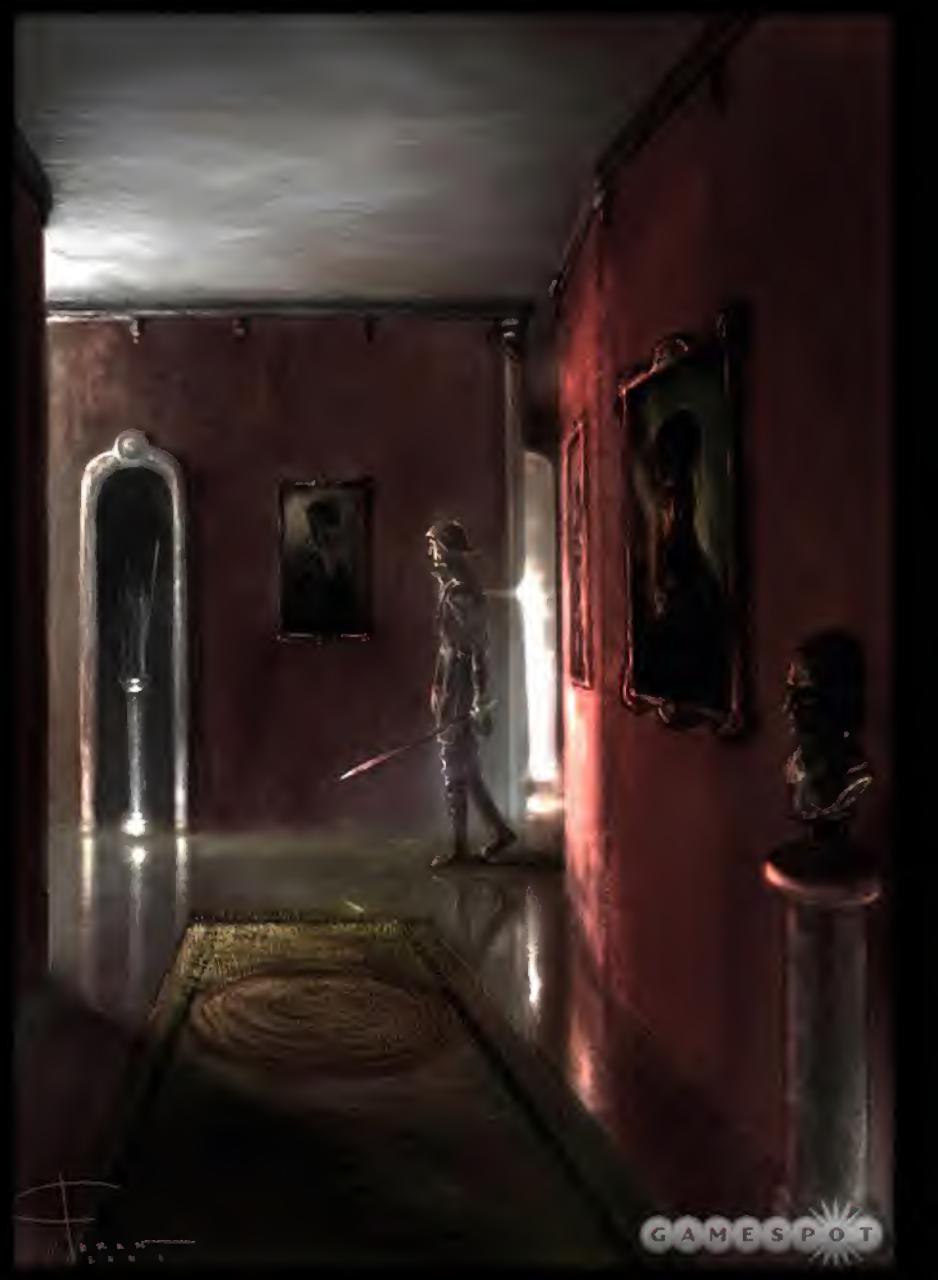
mine

TORNALIUM BOMB AND DUCKWING DIRECTION  
AN ARMED IT AWAKES CONTACT WITH THE DISCABO  
DIRECTING CHARGE FAN TO BOMB ACTIVATION OF THE MINE THROUGH ACTIVATION



TAKE  
OVER







GAMESPOT





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